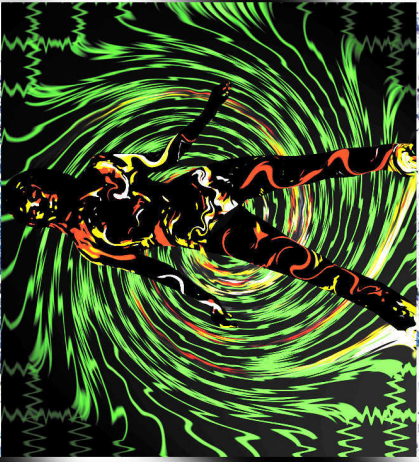
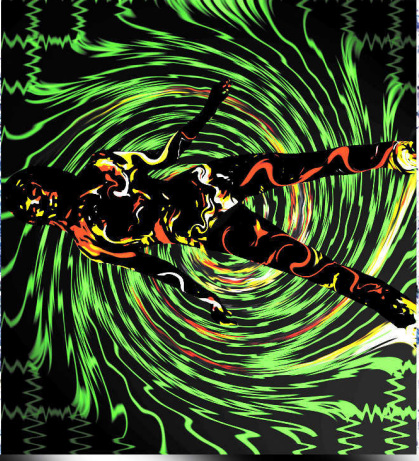




TRAP

Optional: Enter combat with an opponent, they can NOT refuse combat. Discard this card after use.

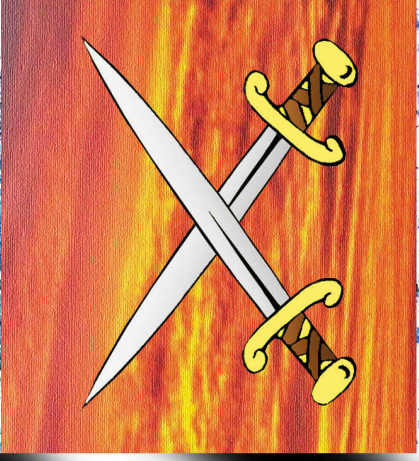
© 2009 Morten Wyn Jones. All Rights Reserved.



TRAP

Optional: Enter combat with an opponent, they can NOT refuse combat. Discard this card after use.

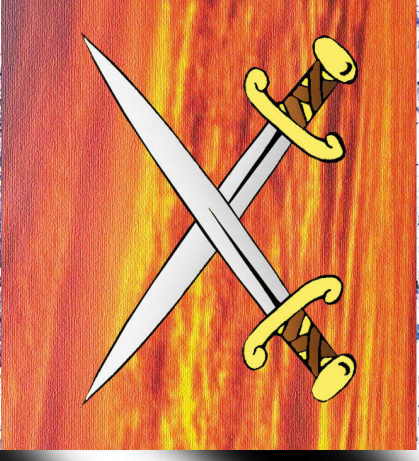
© 2009 Morten Wyn Jones. All Rights Reserved.



DUEL

Optional: Start combat with an opponent, but they can refuse combat. If they refuse they lose a Power-Up. Discard this card after use.

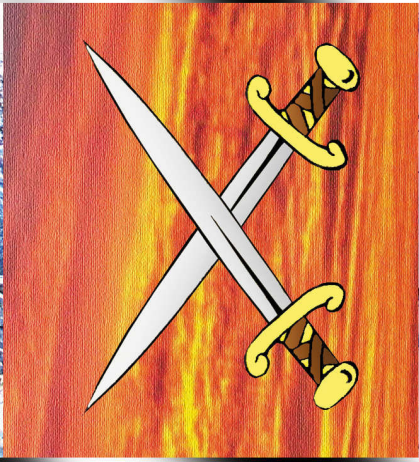
© 2009 Morten Wyn Jones. All Rights Reserved.



DUEL

Optional: Start combat with an opponent, but they can refuse combat. If they refuse they lose a Power-Up. Discard this card after use.

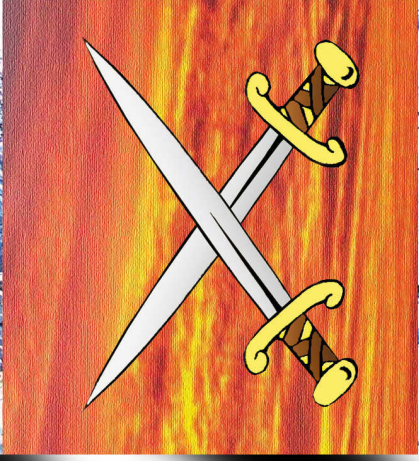
© 2009 Morten Wyn Jones. All Rights Reserved.



DUEL

Optional: Start combat with an opponent, but they can refuse combat. If they refuse they lose a Power-Up. Discard this card after use.

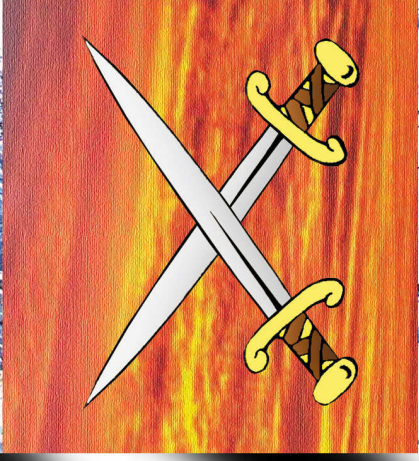
© 2009 Morten Wyn Jones. All Rights Reserved.



DUEL

Optional: Start combat with an opponent, but they can refuse combat. If they refuse they lose a Power-Up. Discard this card after use.

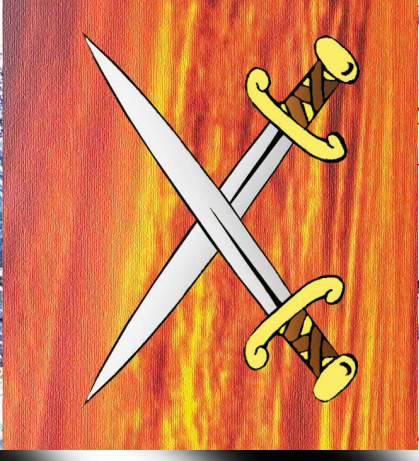
© 2009 Morten Wyn Jones. All Rights Reserved.



DUEL

Optional: Start combat with an opponent, but they can refuse combat. If they refuse they lose a Power-Up. Discard this card after use.

© 2009 Morten Wyn Jones. All Rights Reserved.



DUEL

Optional: Start combat with an opponent, but they can refuse combat. If they refuse they lose a Power-Up. Discard this card after use.

© 2009 Morten Wyn Jones. All Rights Reserved.